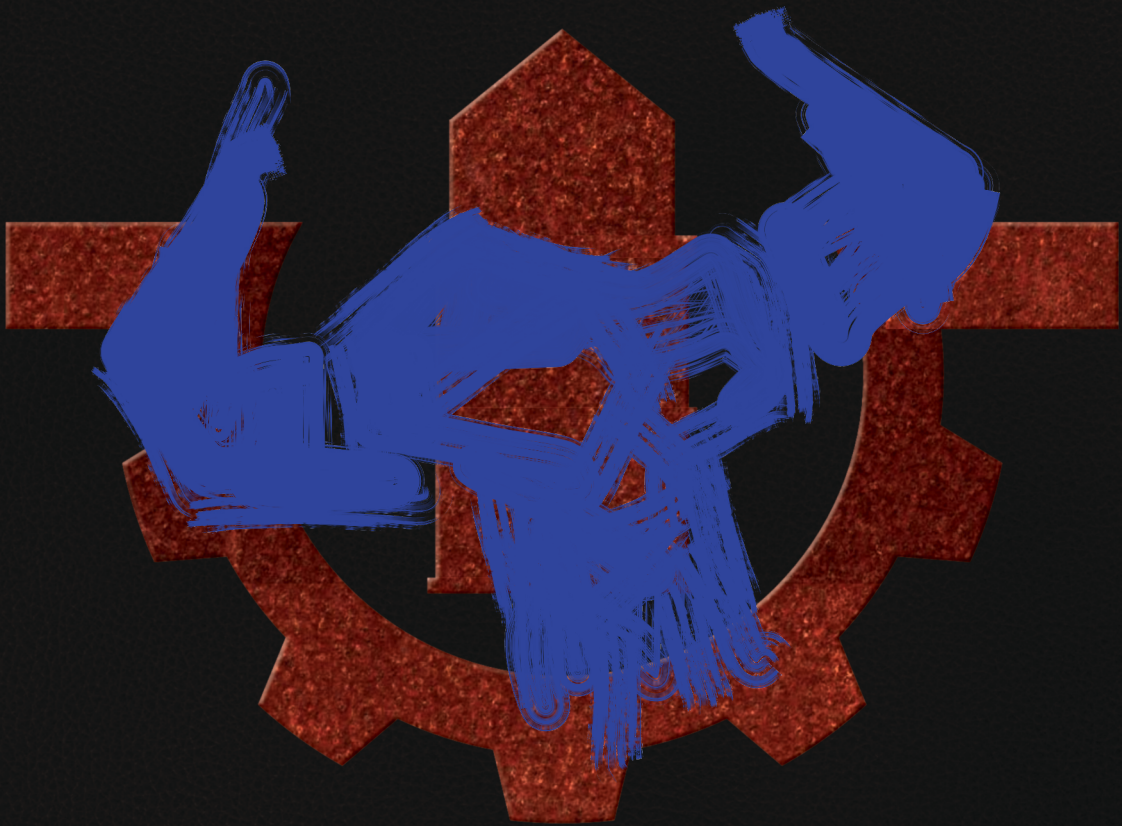
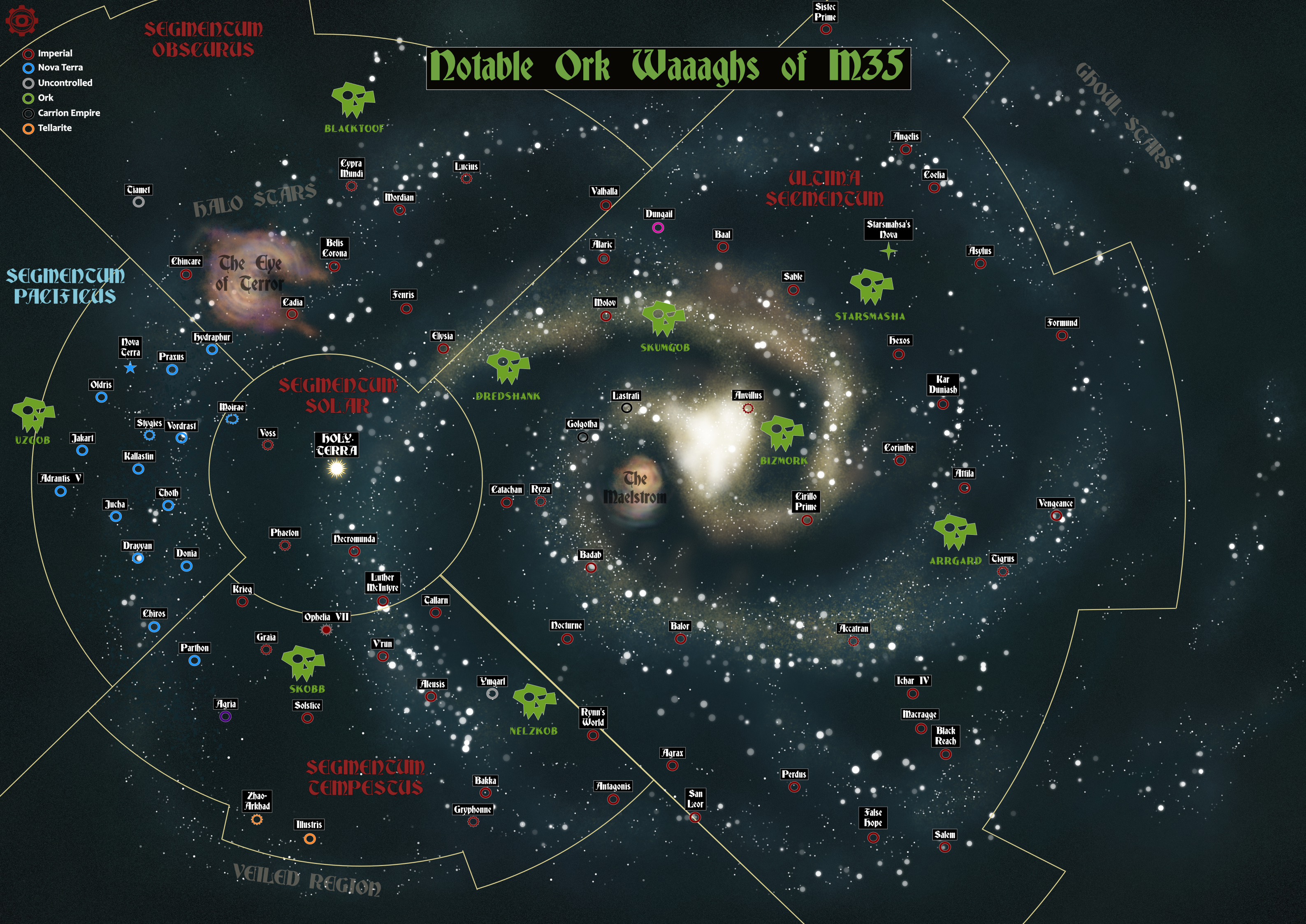


UNOFFICIAL



THE FALL OF TIGRUS

Campaign Supplement



Notable Ork Waaaghs of M35

- Imperial
- Nova Terra
- Uncontrolled
- Ork
- Carrion Empire
- Tellarite

SEGMENTUM
OBSCURUS

ULTIMA
SEGMENTUM

GHOUL SCARS

HALO STARS

The Eye
of Terror

SEGMENTUM
SOLAR

HOLY
TERRA

The
Maelstrom

SEGMENTUM
TEMPESTUS

VEILED REGION

BLACKTOOF

STARSMASHA

SKUMGOB

DREDSHANK

BIZMORK

ARRGARD

SKOBB

NELZKOB

SEGMENTUM
PACIFICUS

UZGOB

Solstice

Aqria

Parthon

Chiros

Drayyan

Jucha

Kallastin

Slygies

Vordrast

Praxus

Hydrapbur

Chincare

Belis Corona

Fenris

Elysia

Alaric

Molov

Baal

Sable

Starmsaha's Nova

Asylus

Hexos

Kar Duniasb

Attila

Vengeance

Salem

False Hope

Perdus

Agrax

Antagonis

Gryphonne

Bakka

Illustris

Zhao-Arkbad

Vrun

Ophelia VII

Krieg

Phaeton

Decromunda

Luther McIntyre

Callarn

Aleusis

Ymgarl

Rynn's World

Nocturne

Badab

Ryza

Catachan

Lastrati

Golgotha

Anvilus

Cirilo Prime

Corinthe

Formund

Kar Duniasb

Hexos

Starmsaha's Nova

Coelia

Angelis

Sistec Prime

Cypra Mundi

Lucius

Mordian

Valhalla

Ciamel

The Fall of Tigrus

35k Campaign Book



Introduction

Welcome to the second campaign book of the 35k project! Last year, players fought over the remains of the planet Meigor VI. This year we start to explore the events of the second book of the campaign, which is in the process of being written, detailing the events of the Moirae Schism.

Unlike Meigor VI, the Fall of Tigrus is a canon event in the 35th millennium. Lore is inconsistent but it is most likely that the Forge World was only liberated in the 41st millennium. I've written it that exiles from Tigrus settled on Accatran, explaining how they could take part in some of the books set earlier than then. Such a historically important piece of history felt an obvious choice for this year's campaign. I even started an Ork army specifically for the event!

Tigrus is a bit different as we know what happens to it. So, throughout this campaign, I've tried to paint a picture of a dark and hopeless war where the defenders know they will lose but still hold out as they fight waiting for reinforcements and to protect the technologies upon Tigrus (of which many are canonically lost).

Tigrus has relatively little lore about it, which has made it a lot of fun to flesh out. The details here are not canonical, so you are welcome to draw your own maps, fight your own stories, and share with the communities how you interpreted and fought the campaign.

As with all campaign books, we write these so people can take part with their own groups and play through the missions. Thank you to all the players who took part in the test games to try out the missions. Similarly thanks to all who have bought tickets to play through the event this year at Saltire Games!

*This is an **unofficial fan-made document**. This document and the art included are intended for **personal use only** and should not be sold or used for commercial purposes.*

Author and art: Calgacus, 2026.

Thank you to the 35k Discord for their feedback, suggestions, playtesting and support.

The Fall of Tigrus



CONTENTS

The Forge World of Tigrus	2
The Defiler Rises	5
Ultramar's Seclusion	9
Moirean Cults of Tigrus	10
The War of Tigrus	11
Fighting for Tigrus	21
Missions	22

Survey: Tigrus

Surveyor: *Amanthia Rex*

Segmentum: *Ultima Segmentum*

Sector: *Tigrus*

Sub-Sector: *Tigrus Prime*

System Description:

Contains 6 planets, of which Tigrus is the third. The outermost rocky planet functions as an armoury for the Imperial Navy. The second-innermost planet provides food for Tigrus.

Star: *Catarisis*

Planets:

Undu (rocky, uninhabited)

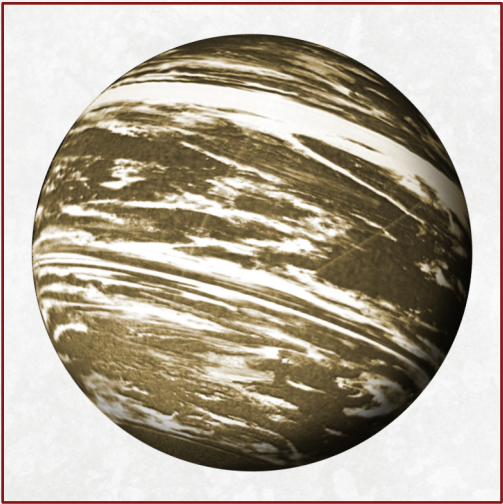
Aphalon (temperate, inhabited)

Tigrus (temperate, inhabited)

Iotha IV (gaseous, uninhabited)

Catar Minoris (gaseous, uninhabited)

Klavín (rocky, inhabited)



Classification: *Forge world (Φ-class)*

Satellites: *One, human made - Aros Station.*

Population: *16.3 billion*

Environment: *Temperate, rocky. Breathable but highly polluted. No remaining natural wilderness.*

Settlements: *The planet is broken up around the original forges, the major ones being: Intis, Exolia, Rock Forge, Caelo, Wrath, Monon, and Livo. Each controls the resources of its region. Intis houses the administrative and religious centre of the Adeptus Mechanicus on Tigrus.*

The Forge World of Tigrus

Background

Ancient Tigrus sits in the isolated far reaches of the Eastern Ultima Segmentum. Its closest connection to civilisation being the faint light of the realm of Ultramar, hardly visible through its dense polluted clouds. While remote, Tigrus has played a great role in the development of the Imperium. Its historic ties to young Ultramar is reflected in the Forge World's sigil. Tigrus was a loyal and proud supporter of the Great Crusade, providing many of the arms which would carry forth Terra's liberation of the stars. For millennia, its fervent warriors carried a magnificent reputation for their prowess in battle.

Tigrus' greatest fame has long related to its armaments. Be they suits of power armour or heavy ordnance, Tigrus is known as the home of the master gunsmiths. It is their duty and pride in the provision of armaments which has made the forge world both famous and respected.

Most famous to bear its name was the Tigrus pattern Boltgun, one which saw widespread use throughout the Horus Heresy and beyond. It was on Tigrus that the STC for this boltgun was discovered, cementing its reputation of the planet as the home of artificer munitions. Today, it sits in the hallowed halls of the Grand Temple of the Artificer, the seat of the planet's Fabricator General, as the planet's crown jewel. Indeed, the Bolter shell eventually has become a symbol of the planet, placed proudly upon its sigil.

It was this bolter that was most commonly associated with Mk IV Maximus Armour, a suit considered at the time to be the pinnacle of design. Today, in the 35th millennium, it finds itself still valued by many members of the Deathwatch. Not even the armour's association with the Traitor Horus' legions sully the Forge World's name.

So too did Tigrus both develop and provide some of the finest heavy ordnance of the Great Crusade. The Fellblade Accelerator Cannon was developed on Tigrus and chosen as the basis for the later heavy tank. Its shells could both rend through heavy armour and ferrocrete defences or blast hordes of soldiers at will.

For the Imperial Army then Guard, Tigrus became renowned as the primary producer of the Vanquisher Cannon; the most famous of anti-tank armaments for the Leman Russ and Malcador. So too did the planet

supply the Imperium's hunter shells. These ingenious shells contained within them their own machine spirit, able to meander in the air to meet their target from above, where vehicles are often fitted with the thinnest armour.

The loss of Tigrus has created a crisis for both Nova Terra and the Imperium, the Forge Worlds of Stygies (for Nova Terra) and Gryphonne (for the Imperium) taking the mantle of developing its replacements. The former, producing a laser-based alternative widely used within Nova Terran echelons. This technology is of dubious technological background and is currently considered heretical by the Adeptus Mechanicus.

It is, perhaps, a wonder how such a prominent and well-armed world has recently fallen to the Ork. Its loss is unlike that which the Imperium has seen for millennia, a barbaric species seizing a hallowed Forge World of the Adeptus Mechanicus itself. One can expect that, once the revolt of the Segmentum Pacificus is promptly defeated, the planet will soon return to the fold of the united Imperium of Man. This account of the war should aid those liberators in their reconquest.

The Planet of the Master Gunsmiths

The crust of Tigrus has long been tilled by the endless testing of new munitions. Many of its craters may mistakenly appear as if hewn by meteorites when actually resulting from powerful weapons tested often centuries ago.

The planet is divided into seven regions, each supporting their own natural and human-made biomes for the testing and production of specialised armaments. Colossal facilities can host entire jungles or snowscapes, protected from the harshness of the planet's polluted exterior. For while Tigrus' natural world is long-lost, the Tech Priests of Tigrus cultivate miraculous environmental gardens through which all weapons can be tested and refined. Even the three 'seas' of Tigrus are man-made, the original seas long lost in Tigrus' past.

Most famed upon Tigrus are the vast rivers of hot slag that glide along the planet's surface. Known as the 'Helix', the great molten canals connect to the planet's core, their function being primarily religious; the slow flow of metal a place for the dead to become one with their produce. The rivers of the forgeway are ancient, unknown relics of the past melted down to be reborn



as Tigrus' arms. Ancient records tell of these great gullies scarring the planet in its discovery, carrying unknown importance to the barbarians who likely dug them. The planet's relatively thin crust made them warm beneath, something easily engineered into the modern helix canals by Tigrus' forebears.

Intis sits as the capital region, it being the location of the discovery of the Mk IV Bolter's STC. Around this was built the Grand Temple of the Artificer, one that has grown in scope and size over the millennia which it has been visited. The Forges around are amongst the planet's most holy, drawing pilgrims from distant systems to come witness their divine greatness.

In the icy test-fields of **Wrath**, the planet's Legio Cybernetica are based. The harsh conditions make for the perfect environment to master their machines' ability to withstand the forces of ice and snow. There too, they test munitions and machines against frigid temperatures and biting ice.

Exolia is amongst the most traditionalist of the planet's regions, hardly modifying their environments. Instead the desert sands of Exolia scatter dust throughout the mechanisms of each weapon, attempting to stall them from firing. Those who can bare such a test are considered effective enough for the Imperium's use in its harshest environments.

This conservative demeanour is perhaps tied to the base of the Legio Solaria, the planet's Titan Legion, who are based in the great Arx Venatrix; the Castle of the Huntress in high gothic. The Legion has historic ties to the Knight World of Procon VI, where, in the chaos of Tigrus' fall, the Titan Legion was able to relocate itself.

Monon has become most famed as the most impoverished of districts, home to vast hives in which the planet's underclasses live. It is here that those, too

feeble to contribute to the wider production upon Tigrus are left, often employed to produce simple products from canteens to packaging. It was here where the hope of Moirean heresy took root and which historically has proven most rebellious.

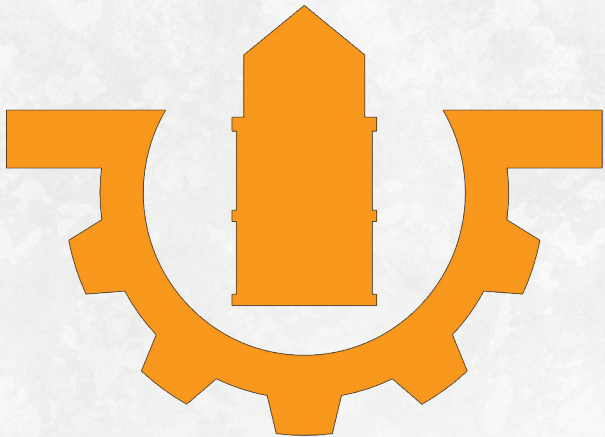
Rock Forge is famed as the most dangerous of the planet's regions. For it is here that the Tech Priests of Tigrus study the capability of their weapons to contend with the warp; tests requiring the utmost precision and care. It is their mistakes that could spell the doom of the Forge World itself.

The planetary Skitarii are based in the Forge of **Caelo**, whose vast territory is covered in defences and fail-safes. The ring of magma which circles its citadels mark the outskirts of the Castellum Destructor: the Fort of Destruction. Bastions, trenches, and bunkers line the region as the Skitarii test the planet's weaponry in years-long test sieges. Indeed, it was this area that was the last to fall to Arrgard owing to its ancient defences.

It is **Livo** that is the last of the forges, perhaps second-most important upon the planet's surface. Livo is the centre of experimentation and divination of ancient technologies recovered across the Ultima Segementum. The Temple of Purifying Radiation is home to the Centurio Ordinatus, divining technologies few scribes could ever access the records of. It was here that the greatest efforts were made to protect, then destroy the technologies that could never be allowed to be turned against mankind. We may never know the destruction that was prevented by the region's eventual destruction.

Scribe Laurentius Scalliae

M35



The Sigil of Tigrus

Tigrus' sigil combines the outline of the Mk IV Bolter with the Cog of Ultramar, representing the long connection between Tigrus and the Realm of Ultramar.

The planet is most commonly associated with the colours of orange and black, perhaps relating to the colours of the glowing rivers of metal that glide across the planet's surface, the only surface feature visible through the dense cloud above.



Skitarii - Loyalist

The colours of Tigrus have historically been black and orange. Their orange robes appear similar to those of Ryza and are often confused by those who are less familiar with Tigrus' forces.

What makes them distinctive is the black metal armour which they adorn themselves with. Their vehicles are often painted black, rather than orange, although variations have been found throughout historical records. Of the most common patterns, a long stripe of orange runs across the black background, with a white sigil of Tigrus being painted across the orange stripe.

Records tell of Tigrus' contributions during the Horus Heresy across the Eastern Fringe, with the planet's forces being known for their pride in their fervour in battle.

Skitarii - Messianist

The rebellious forces of the messianists took on the classic blue of Moirae, reflecting their heretical beliefs. Claiming their ways as the future of Tigrus, they chose to half their robes between their two allegiances.

In truth, the adoption of the halved robes was likely a result of the confusion of the front line in making their soldiers easier to identify. Their vehicles gradually adopted this blue and orange scheme to contrast against the black vehicles of Tigrus' loyalists.

The colours were eventually adopted by the Serpentine Rebels more widely, the various militias and armies drawn to the rebellion against Ultramar often waving the halved flag, adorned with a white serpent. In the Eastern Fringes, it is these colours which are more often associated with the Interregnum, rather than the sky blue of the Nova Terran rebels.



The Defiler Rises

Of all Ork warlords of the 35th millennium, it is Arrgard the Defiler who is considered the most infamous. For few other Orks have been capable of both conquering and settling one of the Imperium's great forge worlds, taking it as their seat of power. As a thieving Deathskull, it is hard to imagine any greater prize than the entire forge world of the great gunsmiths of Tigrus. With this prize, Arrgard maintains the wealth and power to threaten the eastern Imperium and Ultramar itself.

Origins

Arrgard Glob Krimpur, as he was originally known, rose to power on the frontier world of Therulia II. Imperial colonisation of the planet dates to the late 34th millennium, originally settled with the anticipation of wider colonisation of the eastern galactic fringes.

It is indeed a wonder that the colony survived the Catelexis Heresy, cut off from most of the Imperium for over a century. It was the Ordo Xenos, tracing a stray Ork Rokk headed towards the planet, who rediscovered it as it came under Ork assault. The colonists' fear of loneliness replaced only by the destruction brought by rediscovery.

Imperial scholars have little knowledge of the internal histories of Ork society, Orks normally taking little interest in the creation of such literary works. What we do know is that original prime warboss of Therulia II was known as Warboss Puklug, a Blood Axe whose tribe disappeared shortly before Arrgard's name became notorious. We can only assume that this was a violent purge, Puklug's shoota being said to be that which was strapped to Arrgard's left arm.

Records show that even in these early days, the monstrous Deathskull towered over those around him. He dominated his tribe, unflinching and fearless in the slaughter of all who questioned his authority. His war against the residents of Therulia was a death sentence for the planet, as most available aid had been redirected towards the Ghouls Stars. The planet was ravaged, depopulated, a signal of conquering intent as Arrgard's Mekboys targeted their sights at Ulthea IV.

The Sacking of Ulthea IV

The void-born greenskins of Arrgard descended through the atmosphere of Ulthea IV with fiery ambition, excited for what treasures were held below. The planet was named after Saint Ulthea, who was said to have led her people from

the dangers of the galactic centre, forced away by daemoninc incursions in the hopes of resettling in the eastern marches. There, the settlers were beset by plague and civil strife. Rebels had turned to the powers of chaos in a months-long famine. It was Ulthea who led the faithful in expunging the taint of Nurgle from her people, guided by visions of the Emperor himself.

As a patron of the settler, Ulthea IV became a prominent place of pilgrimage for many who sought to move to the Ultima Segmentum. Visiting her reliquary was said to bring blessings to any new colony, the Ecclesiarchy of the planet itself offering advice both spiritual and practical to those uprooted elsewhere. With the influx of refugees from the Pale Wasting, the world had become both wealthy and crowded as it directed the homeless towards their new lives.

Ulthea IV itself was no place of peace. The planet was densely wooded, its great forests home to the Snakebites of Skutnork. Their ferocious boars and squigs hunted any who walked outwith the safety of the ministorum's compounds. The planet's Frateris Templars, guarding their tall temple walls, had long held off the greenskins. The influx of donations allowed the purchase of the finest weapons from Tigrus.

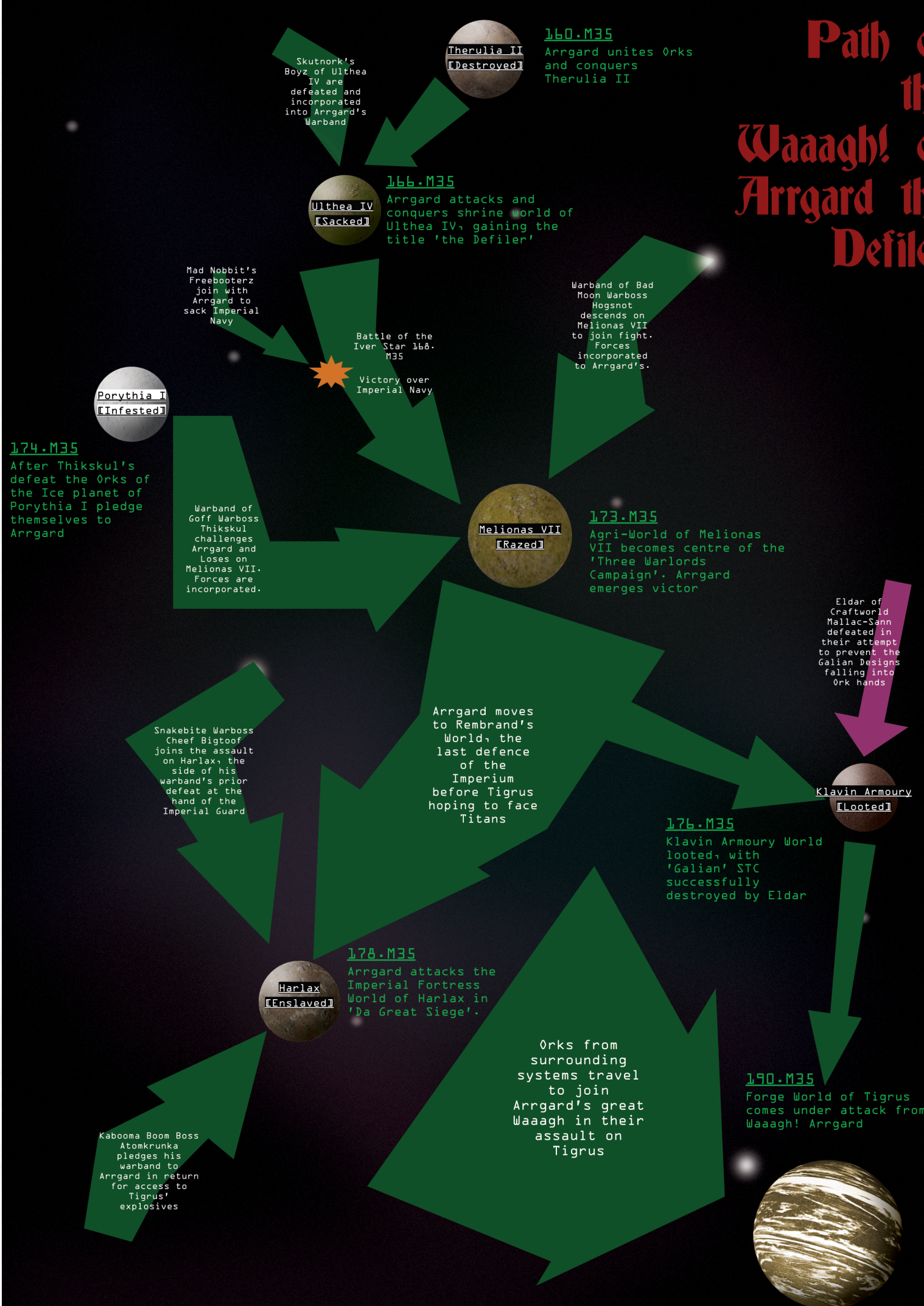
It was in 166.M35 that Arrgard's forces crashed onto the planet. Shockwaves from the vast rokks tore through the brittle stain-glass windows of the planet's holy sanctuaries. Millions of Orks poured out, flooding the forests with bludgeoning brutality as Skutnork's tribe was subsumed by the tide.

Unlike Skutnork, Arrgard was drawn to the riches of Ulthea's temples. For what does a Deathskull love more than lucky trinkets? His armies washed against the barricades of the magnificent shrines of the planet, turned to isolated islands dependent on Tigrus to save them. Arrgard was desperate to find the loot inside.

It would not be through the walls that Arrgard's Orks would attack but under. Witnessing the underground hovels of the planet's Snakebites, Arrgard set his mekboys to the creation of tunnelaz; huge grinding machines which could navigate his boyz to the riches of the temples within. The machines were vast, some as large as the temples above. The teeth and gears formed a whirling, snarling maw. In its wake, his armies marched beneath the soil, infesting the tunnels with their malicious spores.

The defenders were, with a familiar regularity, summoned to the walls to defend against yet another Ork assault. Their walls protected them with vain hubris

Path of the Waaagh! of Arrgard the Defiler



as, only a few hours into their battle, the earth beneath them shook. A chapel was swallowed by the earth, which soon vomited back waves of fearsome greenskin. Worshippers and soldiers were swamped by the bodies, Arrgard himself ascending to the tallest and most magnificent temple around in the hope of the greatest riches.

The great ork towered over the Crusader Templars, the most elite of the Ecclesiarchy's troops. His fist was as large as a man's body, his force as powerful as a battlecannon's blast. No amount of lasgun fire appeared to irk him, as he crushed the defenders with a malign glee. For there, ahead of him, was the reliquary; a golden idol of Ulthea rising above gold and sapphire boxes with her bones.

It was there that Arrgard forced the reliquary's keeper to behold as he smashed open her remains. He picked up her femur and grinned towards them, crunching it slowly in his monstrous maw. 'I loike da taste of lucky!' growled the beast, as the bones dressed his grinning gullet. He proceeded to smash the reliquary, consuming all the 'lucky bonez' that remained, demanding the gold of Ulthea's statue be melted down to adorn his helm.

It was there, under the fallen statue of the Saint that he was reborn. Arrgard would forever be known as the Defiler. Nothing would delight him more.

The Three Warlords Campaign

In the hope of greater riches, Arrgard's horde left Ulthea a barren grave. Word had reached him of two powerful Warlords, Hogsnot and Thikskul, whose tribes had clashed on the Agri-World of Melionas VII. The planet had formerly been vastly productive, the planet home to strangely intelligent and fay beasts known as fawns. They were foul xenos, not to be trusted, leading naive farmhands to their deaths amongst the miles-long lines of crops.

Melionas was situated between two proud warlords. From the east, the rich Hogsnot had arrived to showcase his power and wealth. A Bad Moon, he considered the disparate hinterlands of the galaxy as unbecoming of such a wealthy and intelligent Ork.

He was very much the antithesis of Thikskul, the Goff Warlord of Porythia I. His world was a spartan one, frozen and lifeless. It was there that he slayed the great xeno species known as the Uettii, hulking beasts who had been the emperors of their habitat for millennia. His boyz were the toughest, rescuing the sector from the ignominy of being conquered by lesser beings.

The two warlords clashed on Melionas, each considering the other an affront to their very existence.

The word hate does not capture the disdain they felt towards each other. Their souls were of conflicting realities. The verdant fields of Melionas would be turned to a theatre of hate: Orks culling Orks, humans fleeing between.

Such a vicious scrap was delicious to the greenskin, marauding brutes from far and wide eager to join. Arrgard saw these two as potentially worthy opponents against which he could test himself. So he departed to join the fields of battle.

That was until he was intercepted by the Imperial Navy. Imperial patrols had noted the increase in Ork activity, scrambled to divide the warring tribes should they overwhelm the drained defenders. In 168.M35, Arrgard's fleet was caught completely unprepared, outmatched and outgunned by their Imperial foes. Arrgard was no admiral, reliant upon crude Rokks with which to transport his hordes.

It was Arrgard's wealth that saved him, or at least word of it. The Freeboota Mad Nobbit had heard of Arrgard's great riches following the sacking of Ulthea. Perhaps Mad Nobbit could seize the riches of the unsuspecting landlubber. Imperial Cruisers initially rejoiced at their luck, Mad Nobbit initially on course to raid the Warboss' fleet. Then, sensing opportunity, perhaps convinced by the voices in his head, Mad Nobbit turned. It is said the voices spoke of the wealth Arrgard may gift and of the riches aboard the Imperium's naval craft. Whatever it was, their combined forces were enough to force the Imperium into retreat and save Arrgard's procession to war.

Escorted by his well-rewarded Freeboota ally, Arrgard landed upon Melionas VII with no welcome. The Imperium had long abandoned the world, unwilling to fight for the backwater war world. Thikskul and Hogsnot considered Arrgard a distraction, self-invited to their war of the ages. Each thought Arrgard a vassal of the other as Arrgard cleaved his own share of the planet's sprawling fields.

For nearly five years, Arrgard clawed more territory from his rivals. It was not hate that he earned, but distaste. This was not his scrap! Arrgard represented no ideology but mindless pillaging. His wealth did not gain the approval of the Bad Moons nor his brutality the respect of the Goffs. Only his greed set him apart, salivating over what could be done with the others' armies of boyz.

The Battle of Pig Mountain

It was on Pig Mountain that the three warbosses descended, all drawn to a final battle to decide the future of the world. Gargants of Hogsnot thundered

towards the mount, Battlewagons of Thikskul roared in furious anticipation. Arrgard brought forth his legions upon looted wagons, coated in the lucky blue of his clan.

Upon the mount the three sides clashed. Avalanches of ork corpses cascaded down its sides as they were blown from the mountain. Millions of Orks laughed and died in complete ecstasy. This was the epitome of Ork life: to kill, to maim, to scrap!

As he towered above the hacking choppas, he witnessed Thikskul. Thikskul scoffed, one of the few to meet Arrgard in size. The Goff held a great whirling blade, the Doomkurmpa, its chewing gears grinding those with the misfortune of falling between them. It was as large as a man, the haft as high as a Dreadnought. Arrgard's choppa seemed quaint in comparison, decorated in shiny gubbins but emasculated in raw killing power.

There, on the side of the mount, the Warbosses clashed. Failing to escape Thikskul's Doomkumpa, a chunk of flesh was torn from his arm. He snarled from beneath his golden helm. This would not be his end.

He lunged back, his choppa chewed to pieces by Doomkrumpa. Witnessing the Warboss' blood pour from his arm, Thikskul sensed his victory. He swung his swirling blades at Arrgard, who, rather than dodging, absorbed its blades on his armour. He grabbed the haft, his big shoota pointed straight into the eyes of Thikskul as the Doomkrumpa gnawed closer to his belly. With the luck of the gods, one of the bullets entered the Goff's skull through his beady eye. Thikskul collapsed. Doomkrumpa slowed as its teeth scratched Arrgard's belly. This was now his.

The Waaagh is Born

With the defeat of Thikskul, the Boyz of Porythia recognised Arrgard as their new boss. Combined, his legions were now significantly larger than Hogsnot's, who was crushed as his mob was surrounded. Despite the death of billions of Orks upon the world, Arrgard's warhost was apocalyptic in scale. The Orks buzzed with Waaagh energy, the Defiler eyeing his next prize.

Rembrand's World, defended by the Fortress World of Harlax, was slowly ground down in a great siege. Its ancient ferrocrete walls crumbled in five years of assault. Had the Eldar of Mallac-Sann not prevented the mysterious 'Gallian' weapon from falling to Kabooma hands, the death and destruction upon the planet would have been swift.

It was on Harlax that Arrgard's reputation grew, destroying a knight with Doomkrumpa, part of its helm taken as a trophy-pauldron to adorn his shoulder. Tigrus' attempts to defend the planet alongside the Planetary Defence Forces crumbled as Orks climbed one another to swarm the defences. Arrgard's power and influence grew, his Waaagh attracting billions of Orks from nearby sectors. Bouyed by beliefs in his own fortune, his red glare fell to the Forge World of Tigrus.

How could any call themselves peer to the Warlord who looted an entire Forge World? His Waaagh would become unstoppable, with access to millions of looted wagons, the capacity to scavenge the planet's Titan Legions to construct Mega Gargants. None would be able to stand in his way to becoming the greatest Warlord since the Beast himself.



Ultramar's Seclusion

Tigrus had entered the era of Interregnum relatively peacefully. Dutifully, as it had done for time immemorial, its ships shuttled ammunition and weapons off world to hold back the malign machinations of mankind's enemies. The fruits of its factories were hurled across the battlefields of the Ultima Segmentum, holding back the march of the nightmare machines from the Ghoul Stars.

Yet, for its allies in Ultramar, their duties carried with them tragedy. Operation Prometheus, the details of which have long since been censored and lost, had uncovered the source of the disease which plagued the Ghoul Stars. Mankind was able once more to move forward and reclaim worlds long since harvested by their attackers.

Yet it was in this operation that the brave and respected Chapter Master Aurelian Aventius of the Ultramarines lost his life. For in to aid the Ordo Xenos in saving billions, Aventius bravely sacrificed himself. What remains of Aventius on Ultramar present an honourable, astute, and diplomatic face. His name is remembered for his pragmatism and sense of duty, his martyrdom a symbol of heroism in the face of impossible odds. Yet, perhaps, his reputation is remembered so well due to its contrast against the tales of his successor.

The truth is that since late M34, the Ultramarines had concerned themselves increasingly with only Ultramar. The Pale Wasting had sapped their chapter of hundreds of battle brothers, their successors of even more. The chapter had become divided over its future. While the Pale Wasting burned, Ultramar had become a less stable place as religious and political dogma infected the realm and empowered their enemies.

Rebels sympathetic to Nova Terra had declared the Serpentine Rebellion. This rebellion was named after what is now thought to be an apocryphal instigator Serpentius. Inspired by the rebellions of the west, Serpentius vowed the cleanse the Imperium of its corruption. While initially hoping for sympathy from Ultramar, his rebellion was met with brutality.

This wave of rebellion spread across the far reaches of the Imperium, its snake-clad banner gaining whatever meaning rebels chose to attach to it. Rumours of chaotic manipulation spread, that Serpentius was some foolish pawn of the Arch Enemy. While the Ultramarines were drawn away to rescue those who bordered the Ghoul Stars, the traitorous forces of the warp had taken the opportunity to corrupt and divide their ream. For many, Avetius' shame was that he had forgotten his own realm in the hope of martyrdom.



It was Vespasian Geta who inherited a chapter and realm in crisis. Geta was instinctively focused on stability and security, favoured by those who considered themselves more practical within the Ultramarines' old-guard. His priority was the preservation and stabilisation of Ultramar. He was initially nicknamed 'Geta the Consolidator'.

Yet his critics were numerous and vocal. Geta was openly called a coward, accused of dereliction of duty towards the toiling wider Imperium. Indeed, this is the image of Geta that has continued in memory. Many historical texts simply choose to overlook his name and choices, reflecting only that the Ultramarines were largely absent from the Interregnum. Many scholars simply ignore the open strife within the chapter. The wealth of open criticism and conflict within the chapter only turned it more insular, Geta attempting to hold the chapter together through appeasement.

It was against Geta's orders that some Ultramarines chose to aid Tigrus against its fall. Those who chose this path were sentenced to long service in the Deathwatch, Geta's attempt to avoid deeper schisms within his chapter and realm. Mainstream scholars remember these deserters often only as a symptom of Geta's weakness as a leader at a time of great division. Most likely, this is due to scholars attempting to conduct their trials by history as to who was responsible for Ultramar's general absence from the Interregnum.

Moirean Cults of Tigrus

Tigrus was perhaps the forge world least likely to fall victim to the Interregnum. It sat at the opposite end of the Imperium, far as possible from the rebels of the Segmentum Pacificus. It was for this reason, perhaps, that the planet's allies considered it safe.

This confidence was not echoed by the Fabricator-General of Tigrus, Xevia-P20211. For while the caravans of munitions leaving the planet's surface and amongst the testing biomes and blast sites, rebellion brewed much as it did elsewhere. The Ultramarines' insularity left the planet more precarious than the wider Imperium dared admit.

The prophecies and heresies of Moirae had taken longer to arrive to Tigrus than to most other worlds, delivered second-hand by prophets of the Astronomican. While less established than elsewhere, the remote nature of the planet had led to a distinctive cult known as the Messianists, one less organised but more radical than many other planets.

The prophecies of Tigrus told of a great unifying messiah who would liberate the Imperium from the grip of a crazed, corrupted leadership on Terra in the years of 35. The razing of Moirae, alongside the destruction of its now-lost treasures, the rebellions of the Segmentum Pacificus and the seeming fragmentation of authority on Terra all pointed to this being the time of arrival.

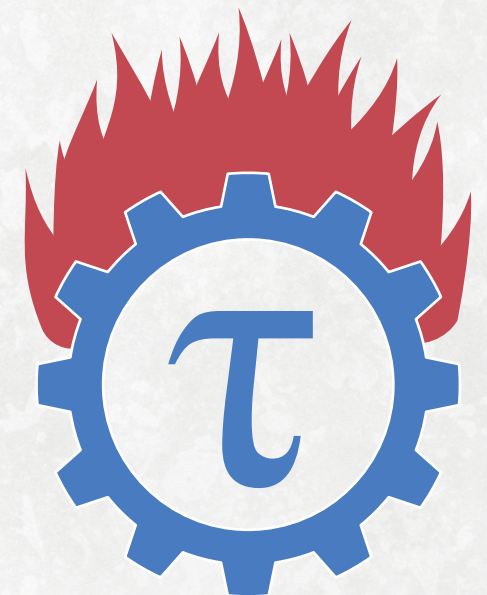
The Messianists continued their search for the arrival of the prophet, several names being attached to the prophet of reformation. Within themselves, a leadership had emerged with the responsibility of leading the group until the messiah's true nature arrived. The 'Messengers', as they called themselves, ordered their followers to divine from the Astronomican signals of who the Messiah might be while they made preparation for their arrival.

Fabricator General Xevia-P20211 showed no tolerance for the movement. Having witnessed the fury of Mars and Graia against the Moireans and the instability associated with the schism, to allow such a movement to establish itself would merely undermine Tigrus' divine mission to support the Imperium's eternal crusade. Purges were regularly conducted across the planet, driving their enemies to dark corners of the planet where their radical beliefs could fester.

At the Battle of High Monon, a rebel force of Messainists was decisively crushed in their attempt to seize control of Monon's forges. The defeat forced the survivors into a gruelling guerrilla war. The cult aligning itself to the wider rebellions of the region, smuggling and providing arms to the Serpentine Rebellion. Under the vast conveyor belts and factories, skirmishes and assassinations bloodied the planet's fruits.

As Arrgard the Defiler approached, the Messianists saw their opportunity for revolution. Xevia-P20211 had sent their legions off-world in the hope of slowing the Waaagh's progress. Only with the unexpected aid of the Eldar was the secret weaponry housed upon the Klavin Armoury destroyed, something Tigrus had sought to avoid.

In 179.M35, the Messianists launched their 'Call to the Skies', a revolution which hoped to act as a beacon to call forth their saviour. Serpentine Rebels, smuggled on-world to aid in their revolt, alongside rebellious tech-priests let roar their weapons across the factory floors of Tigrus. Some of Tigrus' legions were called back from Harlax in the hope of smothering the flame of rebellion. Above it all, the shadow of the Greenskin darkened the planet's polluted skies.



Rebel Symbol found after the reconquest of Tigrus.

The War of Tigrus

190.M35

THE GREENSKINS DESCEND

In 190.M35, the sky burned bright with falling rokks. The atmosphere echoed with explosions, heralding the arrival of the Defiler. Their craft rained from the sky indiscriminately, soaking the vast furnaces with waves of greenskin bodies. The bombardment lasted for days, intermittently for years thereafter, as thousands of rokks bombarded the crust of Tigrus.

From amongst the rubble, the violent thirst of the Ork was let loose. It was in the hinterlands of the distant testing zones that the Orks collected into great warhosts. Their hulking bodies crawled and screamed from the burning wreckage of their craft, gathering as they sensed the closest smell of violence. They cared not for denomination, Moirean or Martian, all were fit for destruction.

This was no intricately planned invasion, for the Ork appeared as knowledgeable as to where they had landed as the defenders. Two areas appeared most infected. The realm of Wrath, home to the Priests of the Cybernetica, found itself surrounded on both

sides by great infestations of orks. The Cybernetica's machines marched to the outskirts to meet the Orks, who slowly encircled their temples. The mechanical remains, strewn across the testing grounds, were gleefully picked apart by the Death Skull Mekboyz, later to be turned against their one-time owners. Mekboyz had found their utopia, endless bitz to bash together into vast machines of war.

It was in the frozen wastelands in the west of Wrath where Arrgard made landfall. Imperial scholars, often keen to attribute speeches to every Imperial enemy, make several competing records as to what the Defiler declared. What all agree is that Arrgard was met by pounding drums and roars of war that could be heard from Wrath's forge. Most sources quote the famous line from Scholar Eldathrad's account; 'When humans have nightmares, they will nightmare this!'

The Battle of Wrath would continue for little over a year, the technologies of Wrath amongst the first casualties of the Adeptus Mechanicus' sacred archives. It is said that Arrgard himself tore the arms from a Kastellan, beating its Tech Priest controller to death with them. Relief forces from Intis and Monon failed to break through the sea of Orks.



Most concerning was the agglomeration of Orks in the district of Rock Forge. From the central highlands, the Orks gathered and headed down the slopes towards the energy of warp-technology. Most Skitarii were sent in this direction, hoping not to allow for the unleashing of dark energy across the whole planet.

Battles there continued for months as Tech Priests attempted to mothball their experiments and weapons before the Ork could cause damage which would damn all upon the planet's surface. The fiercest fighting surrounded the coastal forge, named the Battle of Pyrreses' Forge. The fighting would rage for two years, Tigrus' defenders managing to withdraw the most dangerous of all of the forge's experiments to nearby Exolia, then onto Livo. The Ork would find little left here bar faltering production lines and death by lasgun and radium carbine fire.

Further defence of the planet was ultimately harried by the unpredictable outbreaks of Ork infestation. Wherever a rok landed, a battle would ensue. For the defenders, every inch of the planet's surface could be turned to a front line in a flash. Experience from Arrgard's prior attacks on Harlax had, however, prepared the defenders sufficiently to respond to such landings, stymieing numerous Orkish outbreaks.

Above the planet, in orbit, Aros Station would hold for significantly less time than their terrestrial brethren. The vast orbiting Star Fort and trade hub was the perfect target for Mad Nabbit, who eyed the station as a place from which to store his piratical booty. With agreement from Arrgard, Aros would be Mad Nabbit's throne.

The Imperial fleet left to defend Aros led a valiant defence, largely destroyed holding back the raging steel of Mad Nabbit's armada. Attack Craft rocked Aros station as Orks rushed through the Imperial defenders and seized control of its weapons. In only 5 days Aros station fell, opening the skies for billions of Orks to crash down to the planetary surface.

191.M35

THE TRAITORS RISE

Facing seemingly endless bodies of Orks, the Fabricator General of Tigrus sent out a call for aid, one which would be received by Accatran. It would be by 192.M35 that the Accatran reinforcement fleet would be assembled, beginning the long perilous journey through the warp to aid their brethren on Tigrus. This journey would take them 37 years.

Yet on Tigrus, the forces who sought to steal the world from the Imperium only multiplied in number. It was at High Monon, the mountains where the Messiahists had suffered their defeat, where rebel activity had concentrated. Seeing it not as a point of shame but one of vengeance, forces aligned to the rebels gathered to march upon the Monon Hives. While not yet under their control, the Messiahists had claimed the ancient 'Basilica of Martyrs', standing atop the tallest of Monon's hive cities, as their capitol. Their leader, Magos Elron-87 declaring themselves the true ruler of Tigrus across three days of sermons. 'Summon he!' roared the crowd, 'We will be saved!'

The devious Moireans had managed to unleash an army more diverse than the Fabricator General had expected. A handful of Astartes, aligned to the distant Moirean rebels of the Iron Hands and their successors, were found amongst their ranks. Most belonged to a now-defunct successor chapter which had renamed itself the Iron Covenant, a detachment laying in secret in the depth of the planet's machinery in anticipation of the attack.

'Rise up oh brethren of the Omnipsshah!

His word, radiated through the Astronomicon, has told us of salvation.

And with His message we become its listeners.

With His prophesy we become its deliverers;

Summon He through acts of heroism,

Overthrow them through acts of defiance,

The Messiah will come,

We will be saved!

Elron-87, Sermon of High Monon.



So too had the rebels of the Serpentine Rebellion managed to sew themselves into the fabric of Tigrus' society. The Ork invasion had gifted the opportunity to ignite their rebellion as their leaders pledged themselves in alliance to the Messanist rebels. Rebels rose within the depths of Monon Hive, seizing available arms and vehicles so to turn them upon their creators. Their blue and orange colours of the rebellion were daubed across walls across the planet, a crime the Fabricator General made punishable by death. Within Monon, this only emboldened the rebels.

Wrath, which slowly had fallen to the Ork became the centre for Arrgard's push towards Exolia. Frustrated by their inability to seize Pyrreses' Forge, the southern Ork horde pushed north-east to join Arrgard's attack on Exolia. The great eastern forges of Exolia were bombarded as its sandy wastelands were obscured by the dust of a malign trampling horde. It was upon these deserts that the first engagements between Arrgard's forces and the titans of Legio Solaria.

Under the command of Domina Princeps Helena Cloelia, the Legio Solaria's packs brought the Ork assault to a near halt outside Exolia's forges. The Gargants of Arrgard found themselves unable to match the fast manoeuvres perfected by the Legio Solaria over millennia. For a few short months, it appeared that the Ork horde had been halted.

Hope remained despite the planet becoming a flaming beacon of violence. For a company of Ultramarines, defying the orders of Chapter Master Geta, arrived alongside wider loyalist forces of the Astra Militarum to honour their ancient alliance with the Forge World. The eventual advent of the reinforcements from Accatran would have likely completely overwhelmed Arrgard's assault, had they appeared by then.

This hope was to be extinguished from the skies above Tigrus. Through ignorance or deception, the rebels of Tigrus had long attracted renegades from the warp. A great warband under the Warsmith Karkanon had made its way to the Eastern Ultima Segmentum, hungering for the technologies of the threatened forge world. With him, he brought an unholy alliance of World Eaters, Word Bearers, and other assorted piratical renegades.

In 192.M35, his fleet appeared in the Void around Tigrus. Most of Mad Nabbit's armada had, by now, departed in search of loot held in undefended nearby systems. Instead, a small loyalist fleet under the joint command of Ultramarine Captain Horatio Lucius and Admiral Vespasian Yuhl controlled the skies beyond Aros' batteries. Neither the remaining Ork nor Loyalist fleet were sufficiently sized to meet the fast approaching flotilla from the warp.

Sensing that numbers were not on their side, the

loyalists collectively decided to withdraw to the outer reaches of the system, awaiting the arrival of the promised relief force. Those upon Aros Station, joined by the small Ork fleet, fired upon the traitors, unbothered by their numerical disadvantage.

In an act of unholy misfortune, one Chaos ship called the Ruinator suffered a catastrophic impact from one of the lances of Aros Station. Its engines exploded with such power to be nearly visible through the dense Tigrusian smog. The blast sent it crashing down through the atmosphere, landing on the planet's surface just south-east of the Castellum Destructor.

The Chaos fleet, unwilling to sacrifice too many numbers in the seizure of Aros Station, at least before the planet's capture, chose to keep its distance from the Star Fort. Instead, they would land their forces where the ship had gone down so to join with the survivors.

Scholars often argue as to the original intentions of Karkanon. It is generally assumed that the Arch Enemy would be drawn to Rock Forge, which by this point was coated with the foul scent of over a billion Orks and little experimental technology. Others note the Iron Warriors' obsession with sieges, naturally being drawn to the challenge of the Castellum Destructor. Ultimately, the original intentions of Karkanon will remain speculative.

In late 192.M35 the main forces of Karkanon would land around the crashed Ruinator. Already, furious World Eaters had engaged the unlucky forces sent to scout the crashed warship. Legions of Heretic Astartes were joined by corrupted masses of the tortured souls who filled the ranks of their traitor guard. The Ruinator made for a natural headquarters for Karkanon.

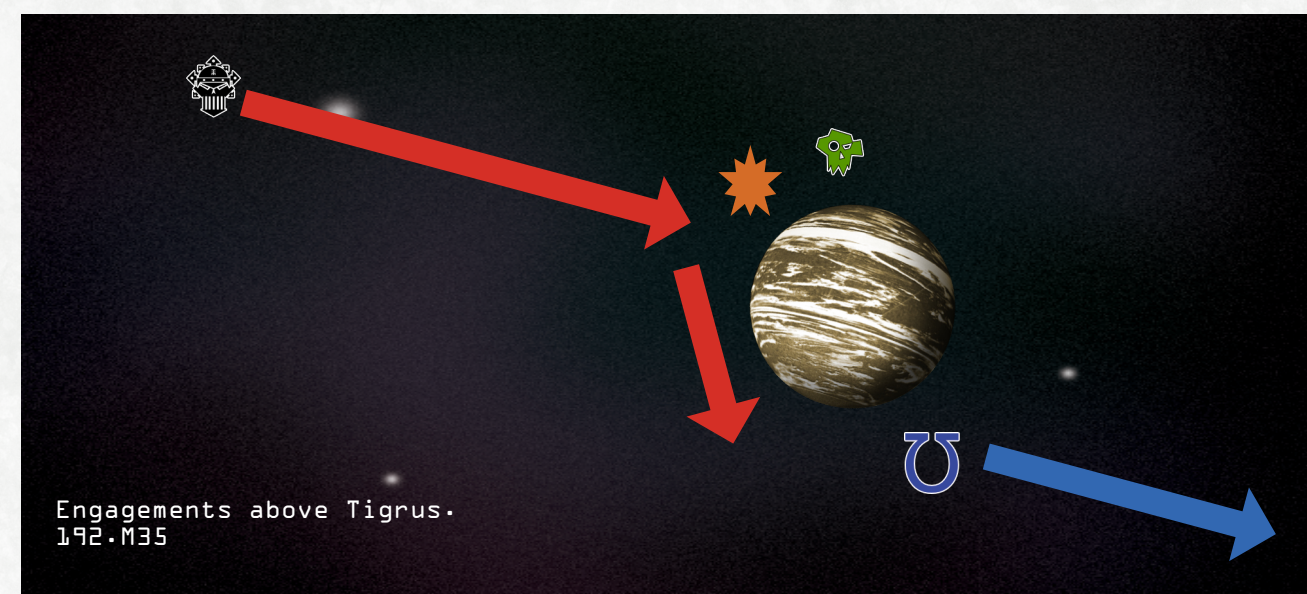
The Iron Warriors and their slave soldiers dug deep trench-lines to cut off the world beyond the molten moat around the Castellum Destructor. They were met at the battle of Xenon's Crater by the Skitarii of Castellum Destructorm, halted in their attempt to entirely cut the fort off. Skitarii forces, too, held the line against assaults from the World Eaters at the molten helix, the bridges across being blown in the hope of buying time to defend the south.

The worst omen was the arrival of Karkanon's allied Titan Legion. The long corrupted Legio Vulpa, the Death Stalkers, had joined the attackers. Their malice had guided them to steal from their ancient rivals any idea of a homeworld. For the Death Stalkers, this was hunting for sport, the prize being delicious pain.

Domina Princeps Cloelia was instinctively drawn away from Exolia, intent never to cede their world to their ancient enemies. None within the Legio Solaria could forget the ancient sins committed by their rivals at Biphex, the Dendricitan city levelled by the Legio Vulpa during the Great Crusade. Such disdain for life could not be allowed upon the holy world of Tigrus.

With their withdrawal, the defence of Exolia became increasingly perilous. For the most direct route from Intis to Exolia crossed the planet's longest mountain range known as the Shield, which passed south of Caelo all the way North to Wrath. Orks warbands now inhabited these mountains, making reinforcement from east of Exolia nigh impossible.

As one Tech Priest recorded, 'We are the damned, for our ancient secrets sit between the gaping jaws of the greenskin. Oh Omnissiah, deliver us aid in this time of darkness. May the holy warriors of Accatran arrive so that we may deliver this planet and it's great bounties of knowledge from the ignorance of the Ork.'



193.M35

THE BATTLE OF LIVO

Livo Forge was home to the world's centurio Ordinatus; developers of great weapons, many of which to know of is punishable by death. Imperial forecasts had not predicted that the salient would come under attack for another four years, that is until the traitors landed. The sudden threat to the forges made the withdrawal of technology and relics from the salient became the highest priority.

For Tigrus' defenders, the loss of the outer Livo Forges to Karkanon's warband made reinforcing the region more difficult. The northern central forge of Livo, home of the most valuable technology, could now only realistically be reached from the north, a direction already under pressure from Monon.

The forge to the south was Vanquisher Forge, home to the area refining the production of the Vanquisher Cannon. Entirely cut off from Intis, it would be the Ultramarine defenders of the planet who were deployed there in the hope of holding off the Iron Warriors long enough to save the technology. Their mission was one of noble doom.

What was not anticipated was the degree to which the Ork was interested in Livo's technology. Arrgard's Death Skulls were drawn towards the valuable loot that was rumoured to be found deep in its forges. The Kaboomaz, meanwhile, were drawn to the great relic cannon housed and studied atop the Temple of Purifying Radiation. For within each Kabooma is the innate desire to let off the greatest of explosions, no matter the cost to them or whatever surrounds them.

The Legio Solaria, moving to engage the Death Stalkers, attempted to shroud their Warhound Titans in the energy shadow of their larger Titans. They sought to surprise their enemies in their numbers, opponents surely waiting for their arrival. With such surprise, the momentum of their disguised hunting packs would surely catch the Death Stalkers off-foot.

The Death Stalkers's tactics had long evolved over 4 millennia. Their packs had been corrupted by Khorne, ambush and manoeuvre all geared towards closing in for the close-quarters kill. In their ambush, Solaria had sacrificed space for surprise. Vulpa moved fast to steal this space, closing in on the disorganised flanks of Solaria's packs. The titans clashed to the north of Livo's great forges, the Death Stalker's vanguard attack eventually pulling back to regroup for a second battle.



The forges were pounded by Ork pulse rockets and grot bommas. The Iron Warriors, less keen to destroy the technology inside, focused more upon the defences of Livo Forge. The Ork cared not. Kaboomaz, a lesser clan due to the short life expectancy bestowed by a belief in the 'kaboom', threw themselves at the defenders in the hope of dying in glorious detonations. Goffs joined them, eager to reach the elite defenders sent to evacuate the technology.

To the south, Vanquisher Forge faced a more systematic destruction. Ultramarines attempted to evacuate the precious technologies upon their Thunderhawks. Yet, these attempts were slowed as the Iron Warriors dusted the skies with anti-aircraft fire. The assaults upon the forge were systematic, testing the great weapons of the Centurio Ordinatus in ornately designed feints. Tens of thousands of conscripts rushed towards the defenders, testing fire points, as the Warsmith calculated the most effective points to progress his next attacks.

Within two months, it became clear that Vanquisher Forge could not be saved. The shields of the Centurio Ordinatus could not hold back the sustained fire of the Iron Warriors' artillery. Unable to retrieve the Vanquisher STC, the decision was made to damage it beyond use by the arch enemy in the hope of its eventual retrieval.

The second assault upon Livo Forge by the Death Stalkers would be held back only by the secretive Ordinatus Tigrus, an ancient nuclear fission-powered cannon discovered on the planet centuries ago. Firing it came at great cost, for with each shot a pulse of

nuclear radiation would be unleashed, poisoning all around. Its colossal shots only acted to attract the Ork towards its firepower, the Kabooma dreaming of the ecstasy of unleashing its force. Knowing the risks, the decision was made by the Centurio Ordinatus to fire the weapon in the hope of relieving the Legio Solaria, the Ordinatus weakening the Warlord Titan 'Deathfang' long enough for the Legio Solaria to destroy it. Surprised by the weapon, the Death Stalkers withdrew once more to reconsider their next attacks.

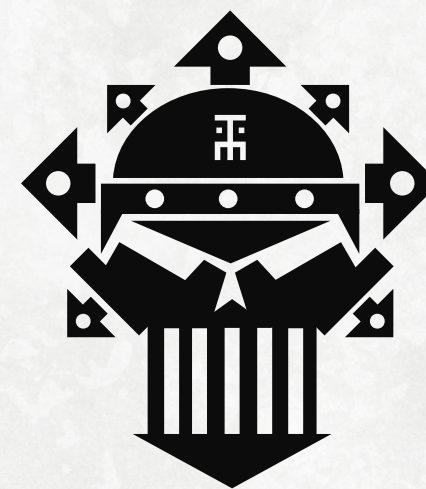
The attraction of Orks, alongside the poisoning of the city, made the defence of Livo increasingly difficult. For Kaboomaz had discovered amongst the Forges many radioactive explosives, duly and dutifully letting off in glee. The World Eaters, tired by the methodical nature of Karkanon's assault, launched themselves into the forge too, destroying all in their path.

Unlike Vanquisher Forge, the defenders were able to retrieve much of the ancient research of the city. By 196.M35, it was clear that the city and the Ordinatus Tigrus would be lost. Rather than let it fall into enemy hands, the Ordinatus Tigrus was rigged to blow, the ancient forges abandoned. As heretic and ork battled in the street below, the blinding light of its destruction wiped the city away in the cleansing purification. Livo became little more than a circular bay on the Southern Sea.

The tragedy of Livo's loss was that the danger of lost relics had drawn away precious defenders from the hive cities of Monon. The Messianists, while fewer in number and lesser in power than the Ork or Arch Enemy, held enough appeal amongst the impoverished peoples of Monon Hive to make its defence extremely costly. Rebel Onagers and Leman Russes crawled towards the city in the hope of its seizure. The city itself was reported as being tormented by bands of Drukhari raiders, preying on the residents of the burning streets below.

The hive pulsed its fiery black clouds into the polluted yellow skies above, the flames sapping its lifeblood. Flesh dripped down each level of the hive, turning the sump below to a putrid burgundy. The defenders held their lines at great cost for four years until Intis signalled a change of plan.

With the eventual loss of Livo, Tigrus' defenders chose to reset their positions, drawing their lines at the burning channels of the helix. Tigrus' leaders thought that these more easily defensible features would buy them enough time for the Accatran reinforcements to arrive. Monon was lost, in the hope of its eventual reclamation.



The mark of Warsmith Karkanon. Vehicles and units of his Warband are noted as prominently displaying the chaos sigil visible on the forehead of his icon.



197.M35

THE MONON OFFENSIVE

After a year of holding the line at the Helix, it became clear that there was a risk Accatran' reinforcements may take too long to aid them. Accatran, while one of the closest Forge Worlds, was still some distance from Tigrus. Warp travel itself was risky, there being no guarantee that the relief force would ever arrive.

Fortunately, it had not taken long for the Messianists to face their own troubles. For when the Arch-Enemy arrived on Tigrus, the treachery of within their ranks was laid bare. Thousands from amongst the rebels had turned upon those deemed too reluctant to join with Chaos to overthrow the planet. Reports of Alpha Legionnaires reached the sensors of the Fabricator General. Those 'purists' who remained, fought on as despair smothered their once vivid hopes.

The purists appeared to Tigrus' leadership as potential allies, who if presented the opportunity for salvation seemed likely to take it if the alternatives were Ork or Chaos dominion. What was more, should Tigrus' defenders fail to liberate Monon, it was likely that the ever advancing Ork would seize the hives instead. The billion lives in Monon were a resource that only a fool or an Ork would not try induct.

In 197.M35, the Monon Offensive was launched. The attack was rapid in its advance but unexpectedly brutal in its confrontation. For, contrary to expectations, those purists who resisted Chaos had chosen to martyr themselves in the hope of bringing about their saviour. For even if the 'Promised One' would not arrive to save them, their bravery might be remembered as the factor that helped bring the saviour about.

The assaults of Tigrus' defenders were mired in the brutality of the Messianist cult's defence. Messianists yearned for bloody martyrdom. Dismembered mechanical corpses were powered still with the will of hate, fighting on until their complete destruction. Where their lands were liberated, cults would continue to wage underground war with an unyielding commitment to destruction. Monon was a name that duly became associated with hateful spirits, the region informally renamed 'the Cursed Lands'. For every recruit Tigrus earned, ten were lost. The Monon Offensive was a pyrrhic victory, a victory met with sunken hearts in the grand temples of Intis.

Their forces thinning, the Helix no longer could contain the circling invaders from the void. Arrgard personally led an assault against Exolia, his Mekboys completing machines that could launch attack-craft across the Helix behind the lines of the defenders.

To the west, Orcs descended on Caelo, drawn by the years-long siege of the Castellum Destructor. They arrived at Caelo Minoris, a forge specialised in the manufacture of defences in planetary assaults. The well-defended Forge would hold for five years. No path or wall would be free from the sinew of some defeated Ork. Even the Gargants constructed in Wrath struggled to penetrate the Forge, instead slowly grinding down the defenders.

The Castellum Destructor, sitting to the South East, had long been bombarded and tested by the Iron Warriors. This was, perhaps, the greatest test of the planet. The Death Stalkers strafed the Castellum's defences, probing the weaknesses of the ancient Accelerator cannon emplacements in their hunting packs.

Unbeknownst to the defenders, it would be the Word Bearers who held the secret to the Castellum's assault. The kilometre wide Helix could hold back most attack craft the Iron Warriors could throw at it, but could not contain the energies of the warp. So long and brutal had the war upon Tigrus been that the Word Bearers could use the pain and energy to open a gateway to the warp itself.

Daemons poured into the Castellum, supported by the torment of descending Raptor Marines. The warp gates presented the attackers a means to cross the Helix to the central citadel itself. While surprised, the great defences of the Castellum Destructor held for three years, slowly ground down by the corrupting energy of the warp. Defenders' minds were torn apart as their bodies were tortured by the unnatural energies. By 223.M35, Tigrus' defenders were in retreat to their final positions around Intis. All that could save them was the hope of reinforcements from Accatran.



223.M35

THE SIEGE OF INTIS

Doom laced the smog of Tigrus. The flame of hope dimmed with every passing battle. Tigrus' defenders routinely gathered their relics within the halls of Intis as the world around them smouldered in ruin.

What remained of Tigrus sat within Intis, their beleaguered forces holding out in a siege across the length of the Helix. The Mechanicus traded land for time, retreating behind the Allurian Uplands to Intis' east. The Legio Solaria marched to smother assaults with their fearsome power.

Yet Intis held. For the forces of Chaos and Ork now clashed around the wider ruins of Tigrus, each clambering to seize the planet's broken ruins. So too were the defenders now concentrated around their capital, their lines tighter than their stretched enemies. The cogitators deemed any counterattack in the hope of saving Tigrus an impossibility until at least the relief fleet arrived. All they could do was hold until rescued.

Across 223.M35, the Iron Warriors advanced along the Helix from the south, soon reaching the outskirts of the great forges of Intis Majoris. The years of battle had whittled down their ranks, relying increasingly on the tortured residents of the southern forges captured in their assaults. The Death Stalkers showed little concern for the overall strategy of the Iron Warriors, simply driven by their intense hatred of the Legio Solaria in their attacks along the outskirts of Intis Majoris.

So too did Arrgard lead his Orks southward from Monon to the northern walls of Intis Majoris. Towering Garants peered over the great forges of Intis, driven back by the fury of the accelerator cannon defences. While Orks still infrequently descended from the skies, Arrgard grew frustrated at the lack of progress towards the prizes held within the Grand Temple. Even his attempts to undermine the defenders, in an attempt to relive his past campaigns, were intercepted by Tigrus' Termite Assault Drills.

The packs of the Legio Solaria hunted the Heretics of the south, launching surprise attacks across their lines to disrupt their siege. Relic Krios battle tanks spewed electromagnetic beams across the lines of Orks and traitors, vapourising them in clouds of ozone. Those Imperial robots who escaped Wrath met assaults on the outer walls with their brutal mechanical indifference. Tigrus' defenders drew out the siege for six long years until their saviours eventually arrived.



229.M35

THE RELIEF FLEET ARRIVES

Having departed early in the war, the fleet of Forge World Accatran arrived with the expectation that the defenders of Tigrus still stood strong against their enemies. At the remains of Klavin, they joined the Imperial Fleet that had helplessly watched Tigrus burn for 37 years, unable to defeat Chaos Fleet above its skies. The relief fleet had been beset by troubles in the warp, attacks from pirates and secessionists, even revolts on-board by Moirean Tech-Heretics.

Arriving above Tigrus, the Relief Fleet engaged the remains of Mad Nobbit's fleet at Aros Station. Mad Nobbit had not been seen since his departure before 192.M35. Accatran's ships blew the station apart in what is known as the Aros Assault, leaving Mad Nobbit nothing to return to. The Chaos fleet that remained in support of Karkanon was no match for Accatran's relief fleet, choosing instead to cede Tigrus' skies to Accatran rather than leave Karkanon permanently stranded.

Those left within Intis knew that time was running out for the world. The swathes of Orks across the world would be too much even for Accatran's

reinforcements to hold back for too long. Any attempt to liberate the planet would require a sizeable force significantly larger than what Accatran could provide. Tigrus' Tech Priests made solemn oaths to return one day to liberate their soon-lost world. Litanies and Hymns written to seal their will in eternal scripture.

The priority was the evacuation of the planet's ancient STCs. The Tigrus Pattern Bolter, that had sat in the hallowed halls of the Temple of the Artificer, was removed as explosions rocked the complex. So too were the other relics rescued from the ruined forges abandoned across Tigrus. Sombre hymns mourned their departure as the planet was left soulless.

Accatran was treated as no thief, their forces defending Intis with bravery. They were saviours, giving home and hope to Tigrus' new exiles.

The Fabricator General of Tigrus, alongside a sizeable force of defenders, chose martyrdom over retreat. Tigrus was what they had dedicated their life to and was now what they would give their life for. The temple is thought to have fallen in late 230.M35, which is the date for Fabricator General Xevia-P20211's death marked on their statue on Accatran. On it, their final words are written: 'Servants of the Ommissiah. We await your return'.

231.M35

THE BATTLE OF THE CASTELLUM DESTRUCTOR

Little is known to Imperial scholars as to how the planet eventually fell to Arrgard. The primary source of information are the few refugees who escaped Tigrus after its conquest.

From what we know, in the wake of Tigrus' abandonment, the Warsmith Karkanon salvaged he could from the ruins of Intis. It is unknown to scholars what they were able to find before Arrgard's assault on the Grand Temple.

The Castellum Destructor became the final base for Karkanon's forces from which they boarded their orbiting fleet. Dark messages in the warp were received by piratical raiders, the stole riches of Tigrus taken onboard to be turned to the powers of the warp. By now the Imperials had left back to Accatran, the planet abandoned.

Unwilling to see another enemy flee, Arrgard sent his Waaagh! to meet the Warsmith before any evacuation could occur. Boyz were launched across the Helix as bombardment rained down from the skies upon their positions. The gullies of the Castellum claimed millions of Orks as the Iron Warriors blasted the attackers apart.

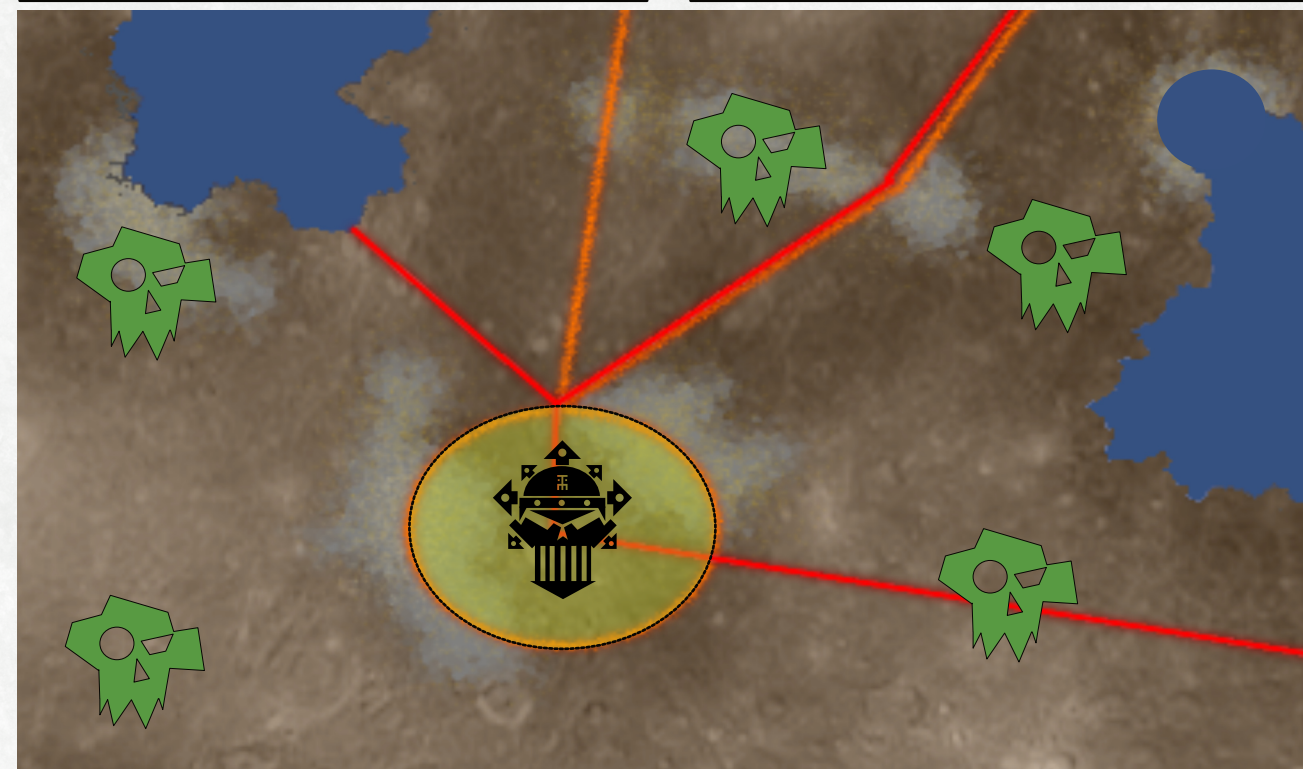
Drunk on the ferocity of the massacre, Karkanon is said to have been offered the powers of an ascended

daemon. Karkanon had become addicted to the bloodshed within the Castellum, distracted from the riches offered to the skies above. He could not bring himself to abandon his new domain. It is thought most likely that Karkanon dedicated himself to Khorne, rumours describing a colossal techno-daemon towering over the passageways and bunkers of the Castellum Destructor.

The Defiler was drawn to combat with Karkanon. In a rare lull in the fighting across the battlements, the two met in furious melee. Arrgard is known to have lost his arm in the battle, hewn off by the great axe held by the Daemon Prince Karkanon. Unwilling to see his greatest conquest taken from him, Arrgard leapt to Karkanon, biting flesh and sinew from the throat of the Daemon Prince. As the Daemon Prince staggered, Arrgard held what he could of Doomkrumpa, which chewed through the throat of the Daemon Prince, severing Karkanon's skull.

The remaining Chaos forces accepted the fate of the planet as their leader's flesh was consumed by Arrgard in his final act of defilement. By 232.M35 Tigrus was Arrgard's domain, a planetary testament to his conquest. While he would continue to attack from Tigrus for decades to come, even with an assault on Ultramar itself, Arrgard would never repeat his achievement upon of Tigrus.

The Throne of Wrath would become his seat, from which his hordes would terrorise the Ultima Segmentum for as long as they could. In conquering Tigrus, Arrgard Defiled a whole planet.



Fighting for Tigrus

The campaign below is presented for those who wish to fight through the battles which took place upon Tigrus. They form the basis of our 2026 Campaign Day and work well for any gaming group to play through. They are designed to work with 5th edition Warhammer 40k rules, with the modifications to the rules found on our website www.wh35k.com. This document comes with a list of suggested Codex books you can use. Alternately, your group can choose to play through these battles using their preferred rulesets.

Campaign Teams

The campaign is designed to work across three 'teams'. Players should align themselves on which side best fits the theme of their army:

- **Defenders of Tigrus** (Space Marines, Imperial Guard, Daemonhunters, Blood Angels, Dark Angels, Space Wolves, Black Templars, Adeptus Mechanicus, Alien Hunters, Eldar).

- **Rebels of the Tigrus Sector** (Space Marines, Imperial Guard, Blood Angels, Dark Angels, Space Wolves, Black Templars, Adeptus Mechanicus, Eldar, Chaos Space Marines).

- **Forces of Destruction** (Necrons, Tyranids, Orks, Dark Eldar, Chaos Space Marines, Chaos Daemons).

Calculating a Winner

After each player has played once through each mission, give two points for a win, one point for a draw, and no points to a defeat. Divide the score by the number of players on each team.

The team with the highest score is the winner of your campaign. We recommend tying a story through your campaign, if the Defenders win how they saved a piece of technology, or how the Rebels stole it.

To finish the campaign off, we suggest organising the teams into two broad teams and conducting a final apocalypse battle to finish the campaign off. This game should not count towards victory points but should tie up the story that you have played through with your group.

ARRGARD THE DEFILER

Unit Name	Points	WS	BS	S	T	W	I	A	LD	Sv
Arrgard	155	6	2	5	6	4	4	4	9	4+

Clan Kultur: Arrgard is of the Deathskullz clan.

Arrgard the Defiler is the most successful of the Ork Warlords of the 35th millennium, conquering the Forge World of Tigrus in a loss that would take millennia for the Imperium to regain. Arrgard was known for his sheer size, an immensely towering figure dressed in the remnants of his various conquests: the helm of a Knight as a pauldron, the helms of his Deathwatch enemies hung from his bosspole.

In his hands he wields Doomkrumpa - a great weapon with whirring blades all directed to crush and slash any victim within. The weapon itself was colossal, standing at nearly 14 feet tall. On one wrist he has strapped the big shoota of one of his defeated enemies.

To represent this beast, we recommend using the model of an Ogor Tyrant from the Age of Sigmar model, swapping the head with that of a Nob and kitbashing the weapons from whatever bitz you have available.

Unit Composition: 1 (Unique).

Unit Type: Infantry, Independent Character.

Wargear: Bosspole, 'Eavy Armour, Big Shoota, Stikkbombs, Doomkrumpa.

Special Rules: Independent Character, Furious Charge, Mob Rule, Defiler, Lucky Charmz, Da Big Boss (see: Warboss)..

Defiler: When Arrgard or a unit containing Arrgard destroys an enemy unit in the assault phase, they can choose to defile their enemy. When this is done, any enemies within 12" must roll a leadership test. If they fail, these enemies gain the rage special rule for the next turn.

Lucky Charmz: This unit has a 5+ invulnerable save.

Doomkrumpa: This is a power weapon that increases the user's strength characteristic by 2.

Missions

Mission 1: Descent into Chaos

The forces of Destruction and Rebellion have emerged and assault Tigrus' Defenders... and each other! The forgeways of Tigrus are beset by the mania of bloodlust. These battles occur across the planet, as raiders pounce upon the embattled Forge World.

Battlefield: Three objectives are placed. One in the centre of the board 6" on from the defender's board edge. Two are placed in the centre line of the board 12" from each short board edge.

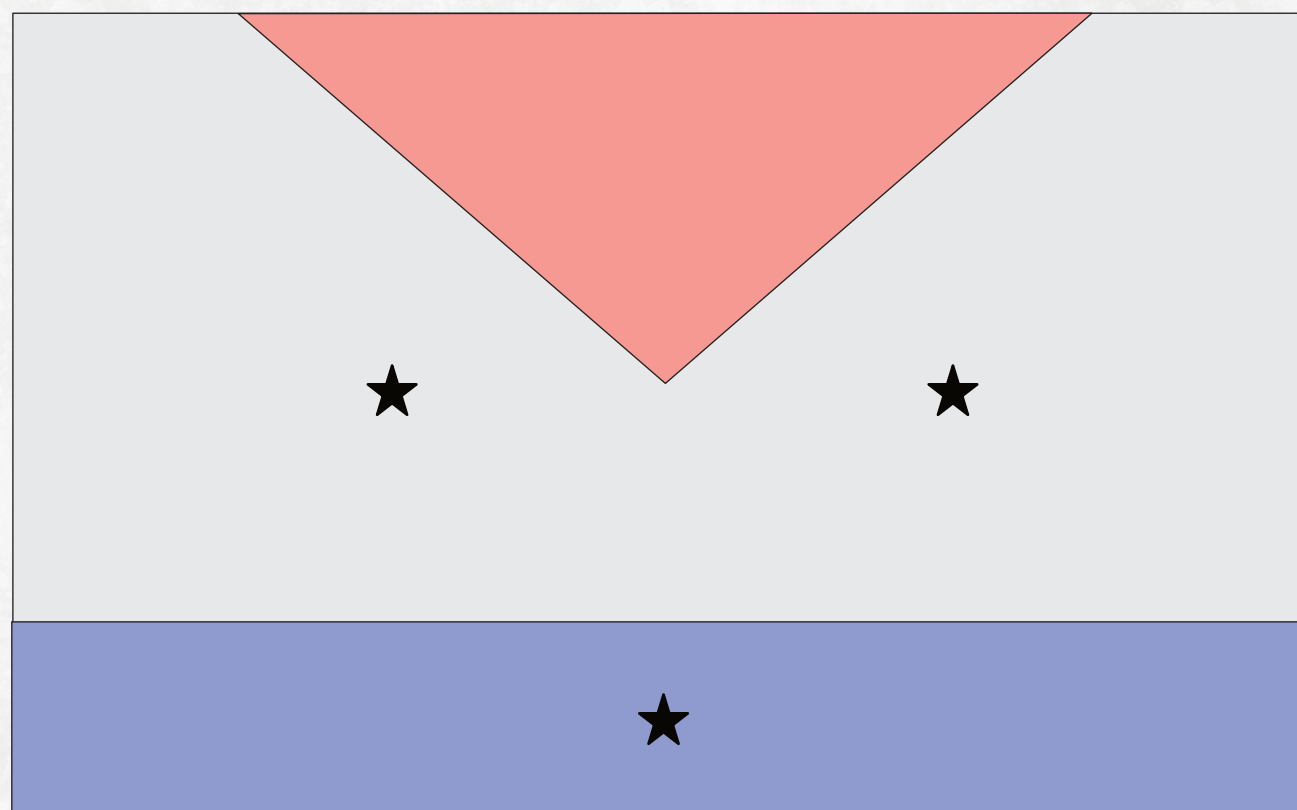
Deployment: The attacker deploys first. Their area covers a triangle reaching from the centre of the board to 12" from each board corner on their side. The defender deploys second 12" from their board edge.

Victory Conditions: The objective in the defender's deployment zone is worth 2 victory points to the attacker. Each of the two objectives in the centre of the board are worth one victory point to the defender. The player who has more victory points wins.

To score an objective, the player must have more infantry units within 3" of the objective at the end of the game than their opponent. Troops choices count double when calculating control of objective control (Objective Secured - see the 35k rule changes).

If the result is a draw, the victor is determined by whoever has slain the opponent's warlord. If both players have slain eachothers' warlord, the game ends a draw.

Game Length: The battle lasts 6 turns. The attacker has first turn unless the opponent seizes the initiative.



Mission 2: The Defence of the Forges

The Forces of Rebellion and Destruction turn to the Forges in the hope of wrestling them from the Defender's control. Battles rage across the forges of Exolia, Wrath, Caelo, and Rock Forge. Monon comes under assault by Moirean-aligned heretics.

Battlefield: The board is split into quarters, with a central objective placed in the middle of the board. Players cannot deploy within 12" of the central objective.

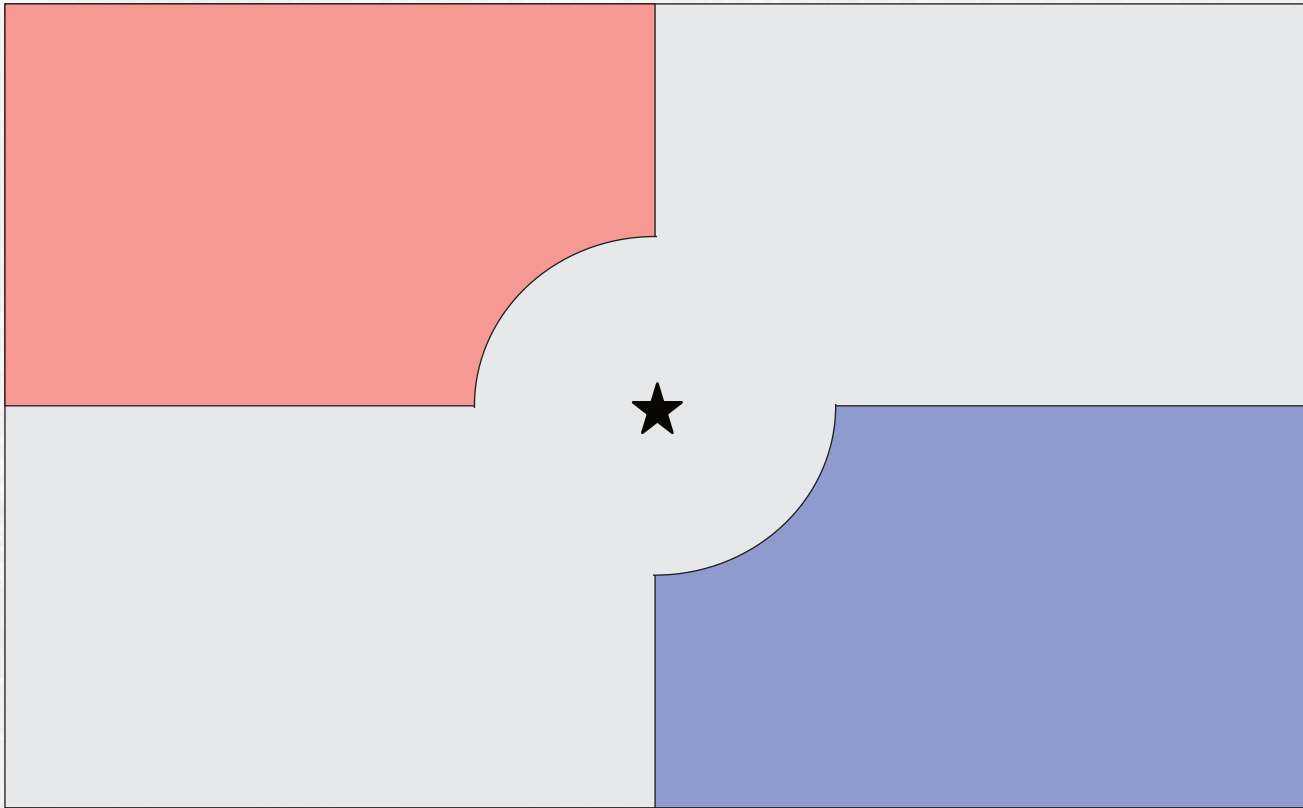
Deployment: Players roll off with the winner choosing one quarter of the board. This player is the attacker and goes first when the game begins. The opponent chooses the opposite quarter. Models must be deployed more than 12" from the central objective.

Victory Conditions: At the start of their turn 3, players place an objective in one of the quarters of the board which neither army were deployed in. This point must be more than 12" from the board edge. When placed, the player rolls a scatter die and 2D6 to determine where the objective spawns. This represents the player's army locating a piece of technology or relic they are looking for. The objective will always scatter. If you roll a direct hit, it scatters the direction of the little black arrow at the top of the 'hit' symbol. If the objective scatters into one of the player's deployment zones, re-roll the scatter die until it doesn't.

To score an objective, the player must have more infantry units within 3" of the objective at the end of the game than their opponent. Troops choices count double when calculating control of objective control (Objective Secured - see the 35k rule changes).

The objective in the centre is worth 2 victory points. Each player's spawned objective is worth 2 victory points. The objective spawned by the opponent is worth 1 victory point if captured. If the game ends in a draw, the team which has slain the enemy warlord wins. If it is still a draw, the game ends a draw.

Game Length: The battle lasts 6 turns. The attacker has first turn unless the initiative is seized by their opponent.



Mission 3: Rescue of the Relics

The invaders are seizing control of the forges. Their precious technologies must be protected at all costs! The forces on Tigrus rush to download ancient secrets housed across the forges of Caelo, Rock Forge, Exolia, and Livo.

Battlefield: Draw a line from one corner of the battlefield to the opposite corner, placing three objectives: one in the centre and two 18" along the line from them.

Deployment: Players roll to determine who deploys first. The player who deploys first is the attacker and goes first in the game. Each player deploys behind a line 12" from the centre line with the objectives upon it.

Victory Conditions: Objectives exist in one of three states: Uncontrolled (no player within 3"), Contested (both players' units within 3"), Uncontested (only one player's units within 3").

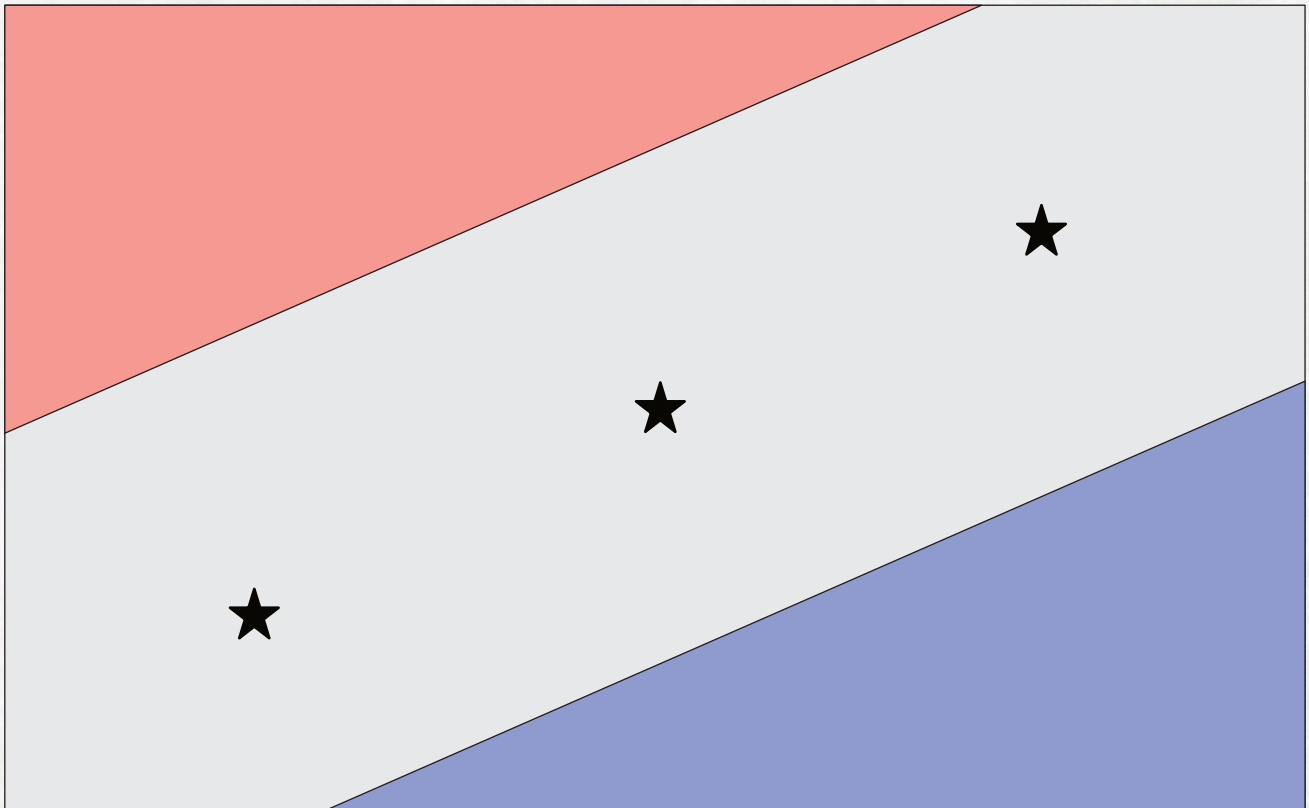
From turn 2, If one player controls an objective uncontested at the end of their turn they may interact with any objective they control in one of the following ways:

- **Destruction: KABOOM!** Once captured, roll a D6. On a 5+ the objective is destroyed and the player scores 2 Victory Points.

- **Order/Secession: Download:** Once captured, roll a D6. On a 3+ some of the relic's data is downloaded and the player wins 1 victory point. This can be carried out up to twice per objective (across both players) and once per turn for each objective, but not with an objective that has been destroyed.

The player with the most victory points at the end of the game wins. In the event of a draw, the side which has slain the opponent's warlord wins. If both or neither side has slain the opponent's warlord, it ends a draw.

Game Length: The battle lasts 6 turns. The attacker has first turn unless their opponent seizes the initiative.



Mission 4: Evacuation

Tigrus is lost. Survivors rush to the evacuation points established by their forces in the hope of fighting another day as the planet burns.

Battlefield: Standard board, no fixed objectives.

Deployment: Players should roll off to determine the attacker and defender. The forces of destruction should always be the attacker if possible - they aren't the type to retreat!

The attacker deploys first, in two triangular zones reaching from the centre of the long board edge to the centre of the short board edge. The two zones are in diagonally opposite corners of the board.

The defender deploys second, entirely within 9" of the centre point of the board. The defender has first turn as they are already attempting to break out from the trap at the beginning of the game.

Defender units may not begin the game in reserve or arrive from reserve during the game except via deep strike.

Victory Conditions: A defender unit is evacuated the moment it moves entirely off the table via any table edge under its own movement. Units which are falling back do not count as having evacuated (They are too busy trying to stay alive). Units which have evacuated are removed from play.

Victory points are scored as following:

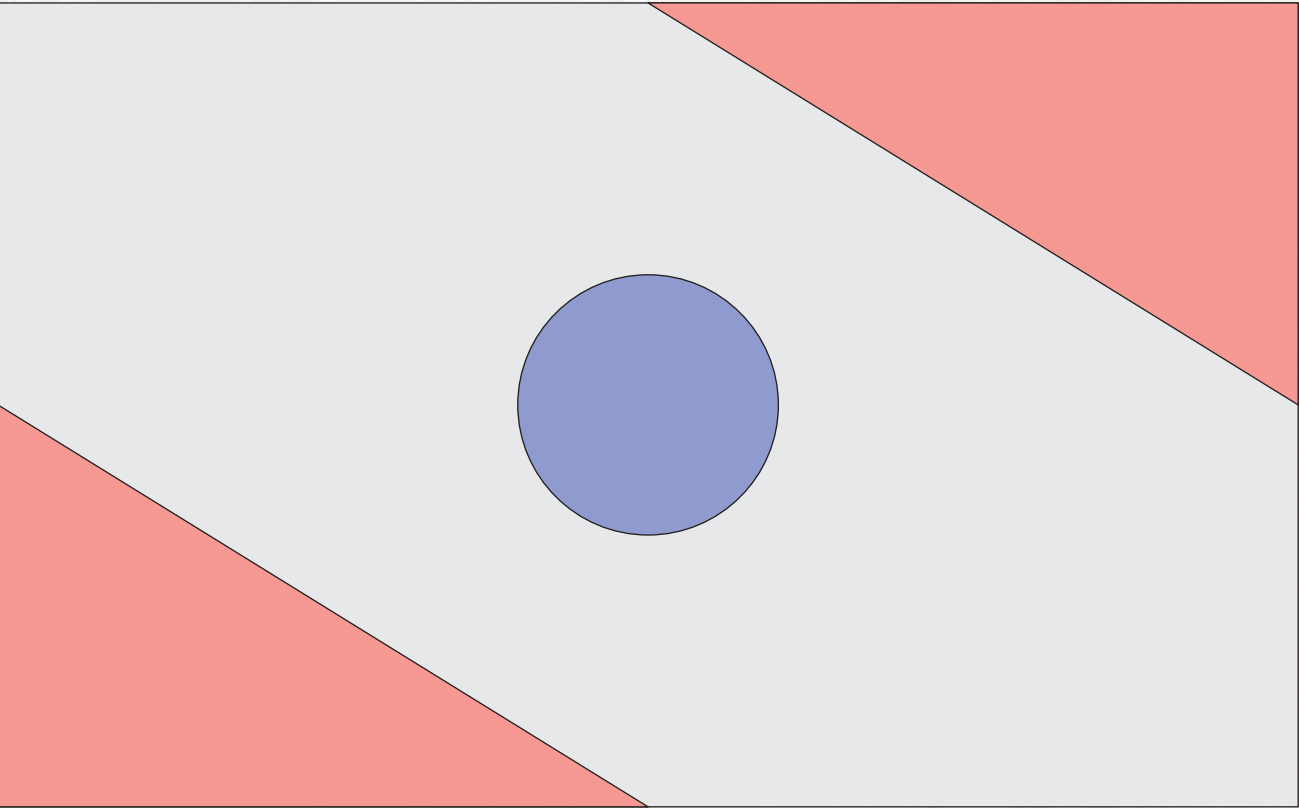
Troops choices evacuated: 2 VP to the defender each.

Non-Troops units evacuated: 1 VP to the defender each.

Any defender unit destroyed, or forced to fall back off a table edge, scores 1 VP to the attacker (2 if Troops).

The player with the most victory points wins. If it is a draw, the result is determined by whichever side slayed the opponent's warlord. If it is still a draw, the game ends a draw.

Game Length: The battle lasts 6 turns. The attacker has first turn unless their opponent seizes the initiative.



Mission 5: The Fall of Tigrus

In Intis Majoris, across the halls of the Grand Temple of the Artificer, the remaining defenders of Tigrus make their last stand. At Castellum Destructor, the forces of Karkanon revel in the destruction of one final siege before they abandon the planet.

This mission is an apocalypse mission representing the final confrontations upon Tigrus. As such, there are no specific missions for determining winners or losers, as the mission is a celebration to top off the campaign.

Players are encouraged to use this as an opportunity to build a narrative as the game progresses and design the narrative of the game together without specific victory conditions. We recommend that once you have laid out all of the terrain on the table, think about what areas of the table might have significance to the story that has happened in your campaign.

As this is a two-sided battle, have this battle between the two teams who performed best in your campaign. The other players can be assigned either side according to what makes the game balanced, then what fits best for their role in the campaign.

